

PINBALL DREAMS from 21ST CENTURY (Docs)!

Typed in by ... MaZ!/QUARTEX

LOADING

Disconnect all external hardware except the mouse and a second drive (if using one). Insert disk 1 into the internal drive and disk 2 into the external drive if connected. If not using a second drive insert disk 2 into the internal drive when prompted.

MAIN MENU

To load a table use F-keys 1 to 4:

F1	- IGNITION TABLE (easiest)
F2	- STEEL WHEEL TABLE
F3	- BEAT-BOX TABLE
F4	- NIGHTMARE TABLE (hardest)

The space-bar toggles the hi-score table.

GAME CONTROLS

F1 - F8 - No. of players (maximum 8 players)
 (F1 = 1 player, F8 = 8 players)

MOUSE

Drag downwards - Pull back spring (for shooting ball)
Left mousebutton - let go of spring (shoot ball)
Arrow-Down - Pull back spring (release to shoot ball)
P - Pause (any keypress restarts)
ESC - Quit table (after pausing)
ESC - Quit current game (when ball is in chute)
Right SHIFT/ALT/AMIGA - flip right flipper cycle lit/unit lights clockwise
Left SHIFT/ALT/AMIGA - flip left flipper cycle lit/unit lights anti-cloc.
SPACE BAR - Tilt the table
M - Toggle Music on/off

If at the end of a game you have made a high-score, simply type in your name (3 letters allowed) when prompted. The delete key can be used to correct mistakes. If you want to save high-scores to disk make sure that disk 2 is always write-enabled. If you don't want to save high-scores press the left mousebutton when asked to write enable the disk.

GENERAL INFORMATION

The JACKPOT is a score counter which is built up by all participating players together during the game. It is reset each time a JACKPOT is awarded to a player.

Many of the lights on the tables have letters written on them which enable special features as follows:

XB	- Extra Ball
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DB	- Double Bonus
SB	- Score Bonus
HB	- Hold Bonus
xxxK	- Score xxx thousands

A flashing light is often a hint as to where you can raise your score and collect the bonuses.

THE TABLES

TABLE 1 "IGNITION"

"WARP" ROLL OVERS	- Light all letters to collect 2, 3, 4, 6 + 8 times bonus multiplier, then 1 MILLION points each time afterwards.
"LIGHT" TARGETS	- Light all letters to enable EXTRA BALL, 5 and 10 MILLION points in turn. The bonus will then swap between 5 and 10 MILLION points everytime afterwards. If PLANET WARP is enabled at the same time you are awarded a bonus PLANET WARP.
TOP-LEFT PASSAGE	- Collect and raise the current RAMP VALUE. The RAMP VALUE will step down one step every 20 seconds. Also awards PLANET WARP, 5 and 10 MILLION points when enabled.
RIGHT PASSAGE	- Scores one BOOST (10,000 points) and lights the next SUN letter. Also scores DOUBLE BONUS and HOLD BONUS when enabled.
BALL TRAP	- Collect and cycle the current points value and collect EXTRA BALL, JACKPOT and SCORE BONUS when enabled.
"RED" TARGETS	- Add an IGNITION letter when all 3 are lit.
"IGNITION" LETTERS	- Collect when all letters lit.
PLANET WARP	- Awards a DOUBLE SCORE BONUS when you reach Pluto.
"SUN" LETTERS	- Enable HOLD BONUS, SCORE BONUS and DOUBLE BONUS in turn when all lit. SCORE and DOUBLE BONUS are repeated every time after this.

TABLE 2 "STEEL WHEEL"

"ARROW" ROLL-OVERS	- Collecting are flashing arrows scores 1, 2, 3, 5, 10 and 20 MILLION points in turn. Lighting all arrow scores 2, 3, 4, 5, 6 and 7 times bonus multiplier in turn and 1 MILLION points each time afterwards.
"STEAM" DROP TARGETS	- When all lit the ticket price for the left ramp is increased.
RIGHT DROP TARGETS	- When all lit these enable text "green" score in the RIGHT BALL-TRAP. Also enables HOLD BONUS, SCORE BONUS, DOUBLE BONUS and JACKPOT in turn.
RIGHT BALL-TRAP	- Collect the lowest flashing "green" score and score EXTRA CARRIER when lit.
TOP BALL-TRAP	- Spin the WHEEL if enabled. Awards 1 MILLION points, EXTRA BALL, 2 MILLION points, JACKPOT, 3 MILLION points or raises the TICKET PRICE randomly. Also

	scores HOLD BONUS, SCORE BONUS and DOUBLE BONUS when lit.
LEFT RAMP	- Collect TICKET VALUE.
CENTER RAMP	- Collect TRAIN VALUE.
LEFT RAMP+CENTER RAMP	- Score 1 MILLION points when completed alternately within 5 seconds.
TOP PASSAGE	- Enables EXTRA CARRIER and the WHEEL, and collects JACKPOT or EXTRA BALL when enabled.
EXTRA CARRIER	- Raises TRAIN VALUE in four steps.

TABLE 3 "BEAT-BOX"

"DOLLAR" TARGETS	- Light all to enable EUROPE TOUR, USA TOUR and WORLD TOUR in turn.
"STAR" ROLL-OVERS	- Score 2, 3, 4, 6, 8 and 10 times bonus multiplier when all lit and score DOUBLE BONUS each time afterwards.
BALL TRAP	- Collect SCORE BONUS, DOUBLE BONUS, HOLD BONUS, EXTRA BALL, JACKPOT and MEGA HIT when enabled.
LEFT TUNNEL	- Light all arrows to enable LP/CD/MC and enable HOLD BONUS, DOUBLE BONUS and SCORE BONUS in turn.
CENTER TUNNEL	- Enable SINGLE. Lighting all arrows cycles MAXI and VIDEO each time afterwards.
RIGHT TUNNEL	- Light all arrows to enable MOVIE.
RIGHT RAMP	- Collect SINGLE, VIDEO, MAXI, LP/CD/MC and MOVIE. Also raises USA and EUROPE CHARTS when enabled. Collecting all items during one play enables EXTRA BALL bonus.
LEFT RAMP	- Collect EUROPE/USA/WORLD TOUR bonuses when enabled. Collecting WORLD TOUR enables JACKPOT.
MID TARGET	- Enable EUROPE CHARTS.
RIGHT TARGET	- Enable USA CHARTS.
NUMBER ONE	- Reaching number 1 in USA or EUROPE CHARTS awards 5 MILLION points.

TABLE 4 "NIGHTMARE"

"DIE" ROLL-OVERS	- Light the letters to score 2, 4, 6, 8 and 10 times bonus multiplier in turn. Scoring 6, 8 and 10 times bonus multiplier enables DOUBLE BONUS. Scoring 10 times bonus multiplier enables EXTRA BALL.
"RIP" TARGETS	- Light all letters to add GRAVEYARD letter and enable MYSTERY SPIN.
LEFT BALL-TRAP	- Collect MYSTERY SPIN: either 100,000 points, HOLD BONUS, 3 MILLION points, 10 MILLION points, RETURN LANES LIT (Return-lanes activates HURRY-UP and EXTRA BALL), EXTRA BALL, CATCH UP (Double your score or add the highest score reached to your own) or JACKPOT.
TOP-RIGHT BALL-TRAP	- Collect lowest flashing "red" score and DOUBLE BONUS when enabled.
TOP BALL-TRAP	- Shoot the ball here 3 times to enable BALL LOCK and MULTI-JACKPOT. Also collects SCORE BONUS, EXTRA BALL, JACKPOT and SUPER-JACKPOT when enabled.
BALL-LOCK	- Lock your current ball in either BALL-TRAP to add JACKPOT MULTIPLIER then shoot your new ball into

TOP BALL TRAP to collect MULTI-JACKPOT.

JACKPOT & MULTI-JACKPOT - Enables SUPER JACKPOT for 7 seconds.

LEFT/RIGHT RAMPS - Shoot the ball onto a flashing ramp to advance the timer and reach MIDNIGHT. Shooting the ball into each ramp in turn within 8 seconds awards 1 MILLION points.

MIDNIGHT - Reaching MIDNIGHT enables HURRY-UP and awards 5 MILLION points each time you put a ball onto a ramp (in a 30 second period).

HURRY-UP - Enabling HURRY-UP awards the displayed decreasing score.

RIGHT PASSAGE - Collect the current BONUS value and trigger HURRY-UP when enabled. Shooting the ball all the way around the passages within 5 seconds awards 1 MIL. points and raises current bonus value.

end.